

Coding Lesson 2 - Data Types and Calculations

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| **Mild - perfect for beginners** |

Starter file - <https://scratch.mit.edu/projects/343081873/>

1. Ask the user to type in a number and multiply it by 100.
2. Display the answer and then say what just happened, say **“That was your number times 100.”**
3. Use the random block to display 2 random numbers between 1 and 100.
4. Display “**That was a random number between 1 and 100**”
5. Ask the user to input two numbers and display the sum.
6. Display “**That was your first number + your second number**”.

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| **Medium - expanding your skills** |

Starter file -<https://scratch.mit.edu/projects/343089520/>

1. Ask the user to input three numbers and display the sum.
2. Display “That was the sum of all of your numbers.”
3. Use the random block to make the sprite jump to a random (x, y) location on the screen.
4. Display “I just moved to a random position using my x and y coordinates.”
   1. What is the smallest value for x? For y?
5. Find the average of: 97, 84, and 91.
6. Display “That was the average of 97 + 84 + 91”
7. Ask the user to enter a number and display the square root.
8. Display “That was the square root of your number!”

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| **Spicy - looking for a challenge?** |

Starter file - <https://scratch.mit.edu/projects/343098760/>

1. Using a loop, ask the user to enter 7 numbers and find the average.
2. Display “**That was the average of your seven numbers!**”
3. Write a program to ask the user for two numbers, then show the quotient and the remainder. Bonus points if the quotient does not have a decimal.
4. Display “**That was the quotient and the remainder of your two numbers**.”
5. Use the random block to make two numbers between 1 and 12. Ask the user to enter the product.
6. If the answer is correct it should display “**Goodjob! The product is : “Answer””.**
7. If the answer is incorrect it should say, “**Sorry try again!”**, and keep repeating the question until the answer is correct.

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